

BELGIAN NATIONAL LEAGUE: TABLE OF CONTENTS

INTRODUCTION.....	2
Proposal Outline	2
HOW THE BNL IS ORGANISED.....	2
BNL Tournament Organizer Responsibilities.....	3
Event Organization within the BNL	3
Oversight and Responsibilities.....	3
REGISTERING A TEAM & Team/Player Restrictions	4
Mercenary Players	4
Team Make-up.....	4
Season 2.....	4
FORMAT.....	4
Startup Phase (2026-2027 Season).....	4
Season 2.....	6
PLAYOFF FINALS	6
Roster lock.....	6
Finals Timelines.....	7
Emergency Replacements for the finals.....	7
Referees at the finals	7
DOCUMENT CHANGELOG	7
TUDO	8



INTRODUCTION

The Belgian National League (BNL) is a new competitive model implemented in Belgium in September 2026. It is a community driven project with the goal to bring WH40K players from all over the country together to play some games while being part of a team. The idea is to pitch teams of 6 against teams of 6. There is a natural divide in Belgium where players from the North don't mingle that often with the players from the South, and that's a shame. Eventually, the BNL would like to be the spear which will enable both communities to pierce that and come closer together.

The objective of the BNL is to provide the framework, structure as well as a base of operations for the BNL to enable players to enjoy fair and fun games of team WH40K at the national level.

PROPOSAL OUTLINE

BNL to run from September 2026 to December 2027 in its first season, after which the league will run from January to December from then onwards.

- Group stages are to be hosted by clubs or any organizers that want to throw in their hat. The hosting of these will be done in consultation with the League captains, clubs and event organizers in Belgium.
- There will be a registration fee of 60€ for teams to be part of the league to accommodate trophies, prizes and some dedicated swag where budget allows.
- At the end of the first season, it will be assessed if there is a need to split into a League 1 and a League 2 phase. League 1 would have a limited pool of the 'top' teams, where a given team will be relegated to League 2 and a team or several teams from league 2 may aspire to rise in the ranks.
- Loose rules for team formation, ensuring ease of making teams and playing games/swapping players in and out, and also providing room for teams to be formed of existing players in case a certain group/team has a drop somewhere. While we value the competitive integrity of the league there are also practical considerations, and understand this sometimes life gets in the way and we need to make allowances for that. If issues are brought to the fore that have a severe impact on the competitive integrity of the league, the committee of captains as a whole will get a say in how to handle the situation. There will be no governing body or institutional power/decision-making that resides with just a few people. The idea is that the league is for the most part self-regulated by the wishes and choices from its player base.

HOW THE BNL IS ORGANISED

The BNL is run by a committee of TO's who, with the support of local associations, stores, and individuals that have experience organizing events, will make sure the calendar year is filled with opportunities to play for teams in the BNL. Basically every TO, community leader from a given club who is involved in some way, shape or form to organize events for the BNL will have the opportunity to shape the BNL and help grow the Belgian WH40K Community. The BNL is governed by its captains and teams, and every decision will be driven by their direct input.

BNL TOURNAMENT ORGANIZER RESPONSIBILITIES

If you run an event for the BNL, you are responsible for:

- Promoting participation to the BNL within the communities you represent
- Coordinating a suitable date for a BNL event with all stakeholders, this includes the teams, the venue and the other BNL TO's.
- Help shape the format of the BNL at large, and help out other TO's with logistics where needed

EVENT ORGANIZATION WITHIN THE BNL

If you run an event for the BNL, your are responsible for:

- Collecting registration fees for the event
- Administering the event (player signup, T3/BCP administration, ...)
- Providing the venue, tables, terrain and other accessories (like chess clocks) for teams to play a league match at the date/location of your choice
- Purchasing merchandising and prizes insofar they're not provided by the BNL
- Providing an event pack in English, possibly supplemented by a translation in French and Dutch
- Providing at least one referee to oversee the event

Your event pack needs to mention:

- Venue address
- Registration Fee for the event
- Catering/Food options and pricing
- Detailed Scheduling
- Model approval, WYSIWYG, proxy use and painting requirement policies
- Terrain format and terrain used
- Prize pool at the event

OVERSIGHT AND RESPONSIBILITIES

While the BNL is meant to stay community-driven, meaning the captains should continue to have a real say in the rules, not every decision will be able to go to a vote. As such we propose the following division of tasks and responsibilities:

- **League structure and governance:** Proposals submitted by BNL Work Task Force and ratified via the Captain Process (simple majority vote). In case of a tie-break the Work Task Force will add one vote to make sure we don't hit a stalemate and we can always progress and move forwards with agenda items.
- **Event administration:** Head Tournament Organizer but with a pre-approved set of guidelines for organizing within the BNL (uniform rulespack, ...).
- **Rules calls and sanctions during games:** Selected Referee/ Referee team for any given event, with the Head Referee as final authority. Any sanctions taken and penalties applied will be documented and logged. A formal appeal process will be worked out.

REGISTERING A TEAM & TEAM/PLAYER RESTRICTIONS

Captains register their Teams for participation to the league by filling out the online registration form.

[ONLINE REGISTRATION FORM](#)

There is no need for teams to provide a list of 'dedicated players' to their team for a given season at the moment, meaning teams can freely rotate players in and out of their roster. This is to enable teams to get enough players together in the startup phase of the league and to make sure all games are played for the first season. For the League Finals phase, rules regarding the player pool will be more strict (see below).

MERCENARY PLAYERS

Once a player plays for a given team he cannot play for another team for a league match, unless it's for a mercenary team that is made by a given Tournament Organizer to make sure the event has an even number of teams, or if it would mean that a given team would forfeit because of this rule. In such cases, the mercenary player playing for an additional team needs to pass an approval vote by the captains group prior to the event taking place (simple majority vote). This applies to coaches as well. As long as it is approved by the captains, a given player could be allowed to help out several teams to flesh out pairing strategies and such as well.

TEAM MAKE-UP

At the onset, the Belgian League is aimed to bring together players that live and play in Belgium. As such, teams can include up to 1 player that doesn't have the Belgian Nationality. If teams want to complement their player pool with more than 1 player from outside Belgium (in essence: players that don't live in Belgium currently and don't have the Belgian Nationality), this will need to pass a majority vote from the other registered team captains. Currently, the BNL does not accept participation of any foreign teams.

SEASON 2

Changes to the format and team composition to be discussed with participating teams.

2026-2027 FORMAT

Teams of 6, represented by a captain in a dedicated channel on the Belgium 40K League discord:

[HTTPS://DISCORD.GG/HhUQQ3Gc6](https://discord.gg/HhUQQ3Gc6)

11th edition Warhammer 40.000, using the [official Warhammer Team companion ruleset](#).

STARTUP PHASE (2026-2027 SEASON)

The BNL will be organized into two divisions. An East and a West division. This will enable the different teams to compete across the language barrier, and ensures that one of the primary goals of the BNL, which is to bring the Flemish and Walloon scene closer together, and to enable players to play against new opponents, is met.

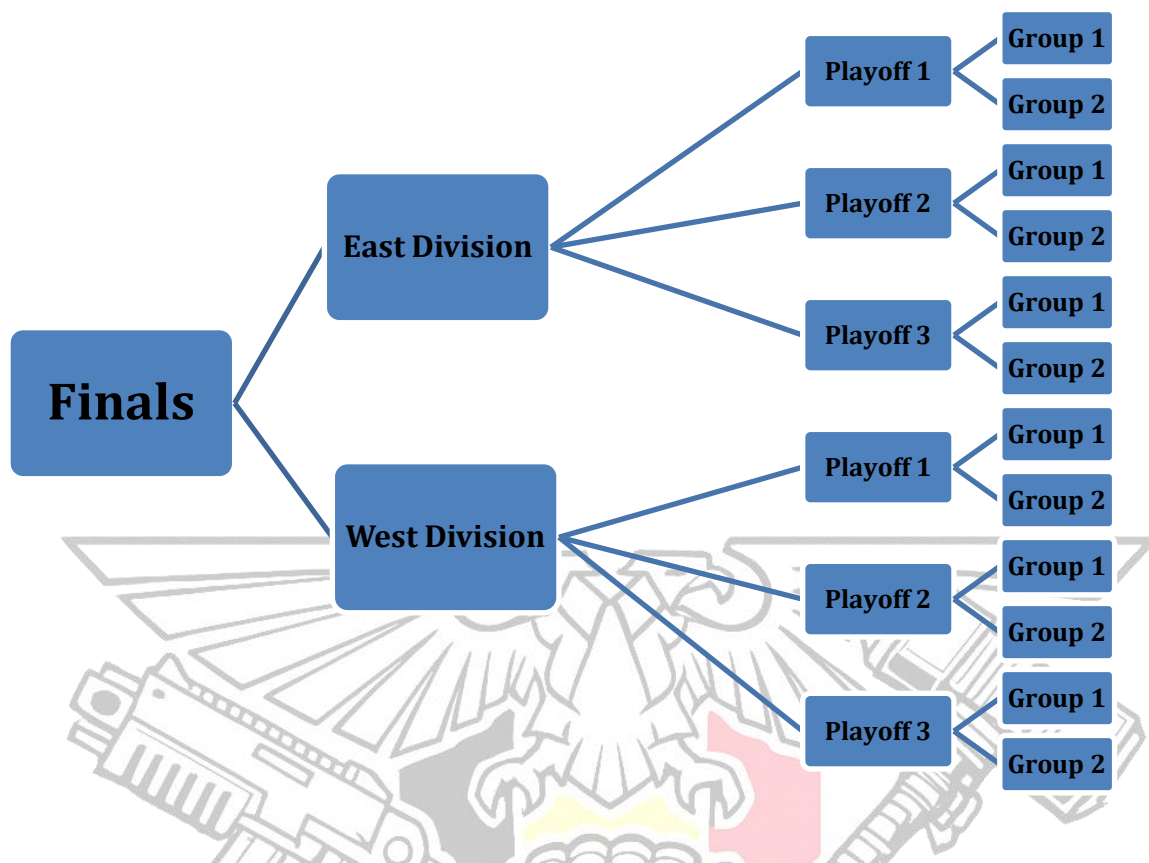


Each Division will have a complement of teams. These teams will be randomly allocated into groups of 4 where possible. In some cases, we might need to make a complement of 6 teams with playdays that are spread over a weekend instead of a 1-dayer as is the case for groups of 4. These decisions will always be made in concert with all the teams in that division. In some cases, a mercenary team or foreign team might be asked to step in and participate to make sure the BNL has an even number of teams, or a number of teams divisible by 4. Some teams will not be immediately be associated to either division (for instance a team made up by players from all over Belgium). These teams will be randomly allocated to either division or might be used to make up division numbers to a total divisible by 4 where needed.

The season will be comprised of 3 play-dates, after which the top 2 teams from each division will enter the finals to potentially crown themselves as season champions.

For the first play-off, teams are allocated randomly. After the first play-off, teams that played in a given division are ranked based on the ranking metrics from the Team Companion, and are re-allocated to groups based on their strength. This means as play-offs go on, your team should be approximately distributed in a group of matched strength as the League goes on. After the second play-off, there is a final redistribution of teams to decide who will head into the Finals for each division.

Clubs/organizations can offer to host a given group stage or finals stage event. Captains for the teams will act as intermediaries to see availability and possibility for this in their local clubs.



SEASON 2

Changes to the format to be discussed with participating teams.

- Possible changes in format will be suggested by the BNL working group and always be ratified by captains that played in the BNL.

PLAYOFF FINALS

For the Finals we will have 4 teams competing. 2 from East Division, 2 from West Division. There is no good way to rank them into seeds, so the teams will all play each other for a one-day or two-day event depending on availability and wishes of the teams involved. The order in which the teams play will be determined randomly. With each team playing each team, there will be a clear winner at the event, even if it is decided on tiebreakers. The official GW Team Companion Ranking Metrics will be used to determine this, meaning every individual win and every point scored will matter.

ROSTER LOCK

While the rules for team composition are deliberately loose and flexible, for the finals there is a different approach. Every team that qualifies for the finals is to immediately submit a roster of 6-8 eligible players. Preferably, these are players that participated in the playoff phase for their team. Where this is not the case, the team in question will ask for a contingency approval for said player that needs to be ratified by the other teams. This to protect the integrity of the event and avoiding teams to sub in high-calibre players just for an edge during the Finals. When registering for the finals, and this no later than 2 weeks before the event is scheduled, teams will submit a final roster of 6 from the roster of eligible players, and the others may act as coaches during the Finals.

FINALS TIMELINES

- **Final 6 Players Team Roster Submission:** 14 days before the Finals event date
- **Eligibility questions or exceptions approval deadline:** 7 days before the Finals event date.
- **List Submission & Rules Cutoff:** 6 days before the Finals event date.

EMERGENCY REPLACEMENTS FOR THE FINALS

When a team is faced with the prospect of losing one of the final submitted 6 to play in the Finals, a substitution can be made with any of the 2 from the original 8 that were registered after qualifying. For teams that do not have an extra complement of 2 players, the following rules will apply as we would not want team attendance at the Finals to be subject to sickness or last-minute personal problems that may arise,

- **Maximum one mercenary or emergency replacement per team during the Finals.**
- **The reason must be that the team can no longer field six players from its complement of 6-8 players that was submitted upon qualifying.**
- **The replacement should not be brought in simply because they are a stronger /better player.**
- **The player must respect the normal BNL nationality/residency rules, unless the usual captain approval is granted.**
- **A player cannot move from one qualified Finals team to another.**

The request should go through the organizing group and then be ratified by the competing captains, using the same simple-majority principle already present in the BNL setup. The captain asking for the exception can vote on their own request but in case of a tie-break their vote will be discounted.

REFEREES AT THE FINALS

During the Finals, one referee will adjudicate each matchup, so 2 referees will be present at all times. These referees will either be a neutral party (foreign referees) or referees that are pre-approved via a poll by the captains. One of the 2 referees will be appointed as the Head Referee and will have a final say in all cases where both referees cannot agree on a given call/outcome.

DOCUMENT CHANGELOG

Date	Changes Made	Change Notes
24 June 2026	Initial document creation	Document creation
10 September 2026	Initial League Startup Proposal	Refined format following captain polls
17 September 2026	Added Finals section Added Oversight & responsibilities	Suggestions on how to handle Finals Added proposal for oversight and responsibilities (not finalised)
28 September 2026	Refined player restrictions	Refined player restrictions.

TODO

- **Form for submission final 6-8 players.**
- **Prep League 1- League 2 proposal for Season 2**
- **Appeal process for rules calls and ref decisions**
- **Penalty system**
- **Uniform draft rulespack**

